

FIG. 3

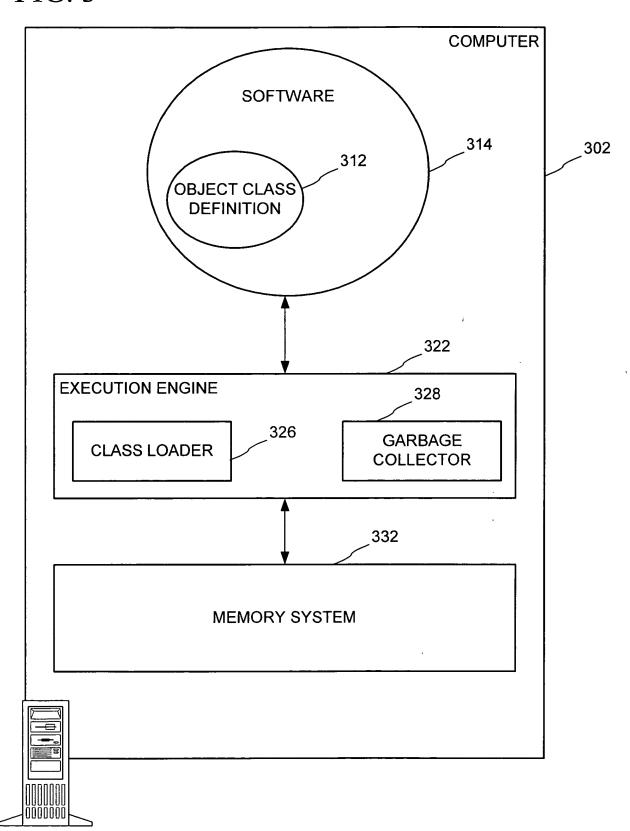


FIG. 4

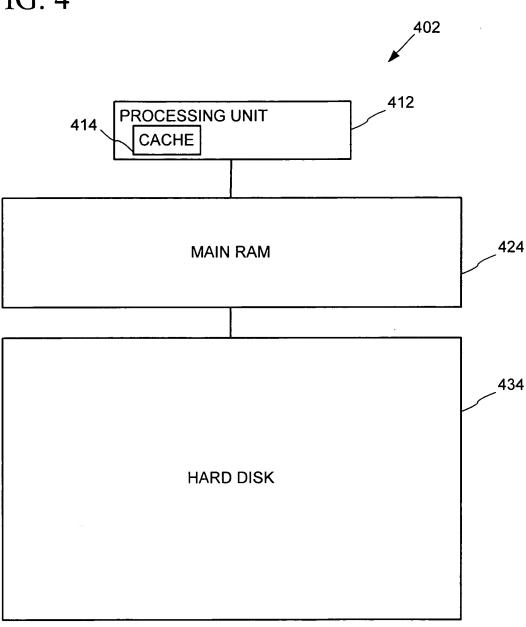
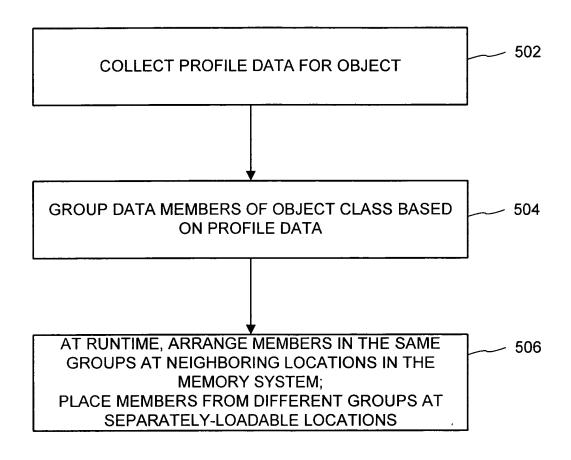


FIG. 5



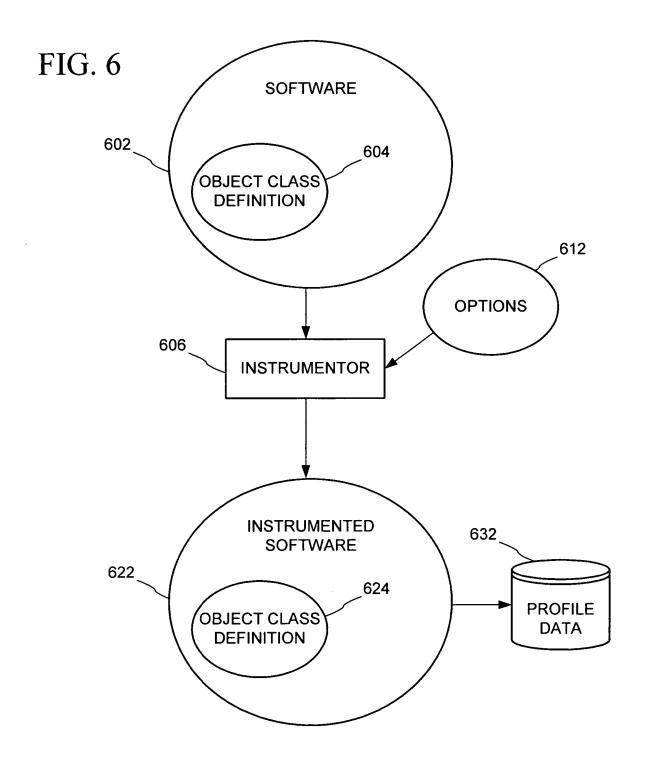


FIG. 7

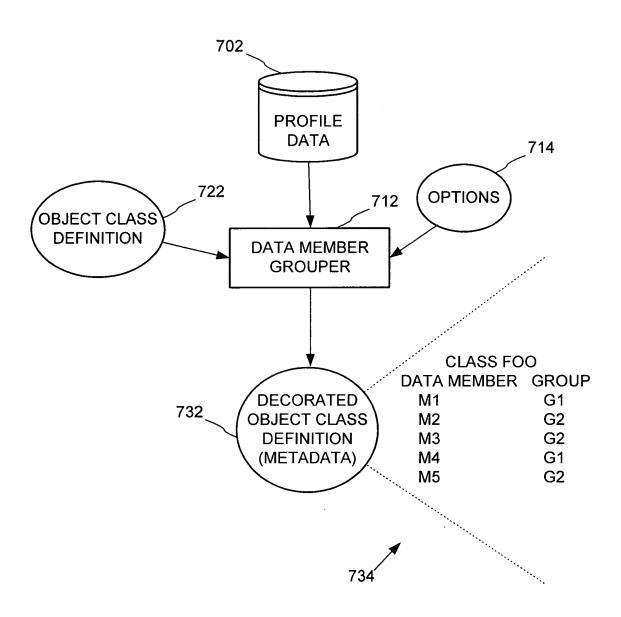


FIG. 8

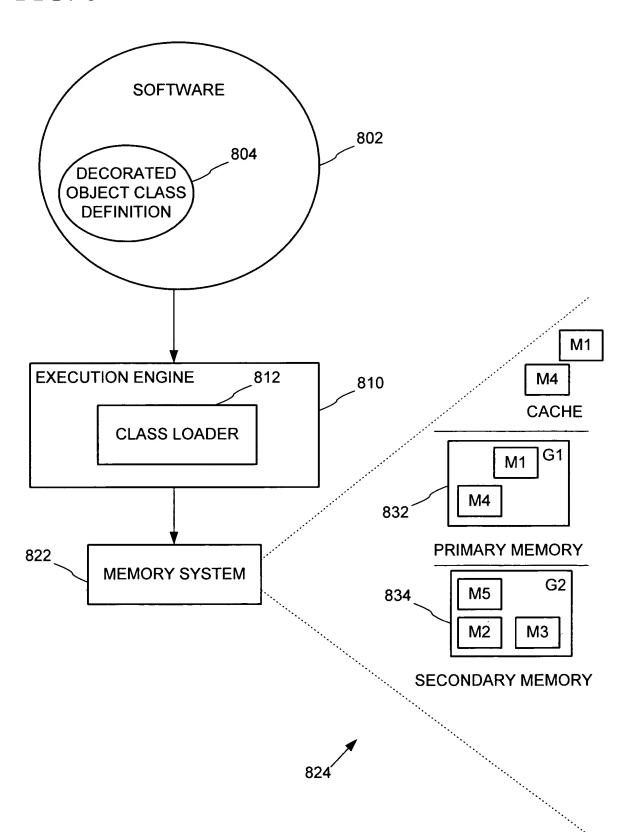
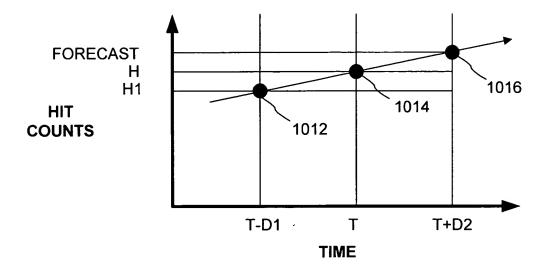


FIG. 9

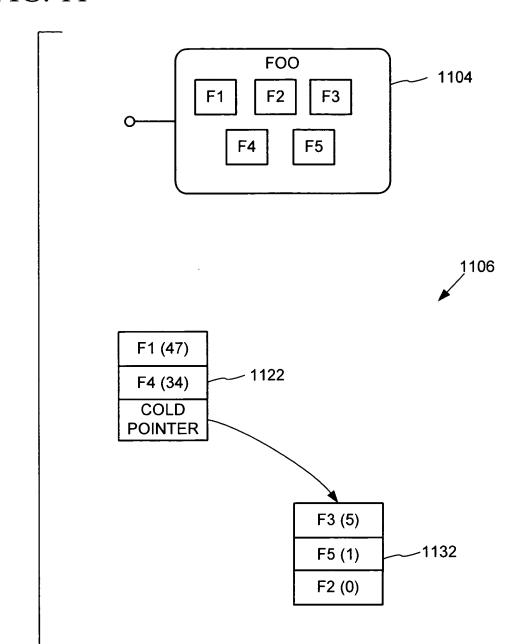
```
void SaveHitCountsAndPossiblyFlushRecord ()
// H = hits so far (overall count)
//H1 = previous value of H
// L = Hits observed during last segment
         (e.g., method execution)
  if ((H + L) < H) // overflow this time
   FlushRecord ();
  else
  { H+=L; //bump overall count by current counts
   L = 0:
   // will we overflow next time? (linear forecast)
   if ((H - H1) + H) < H
      FlushRecord ();
    else
     H1 = H; // remember current count
void FlushRecord ()
{ Write (H, fieldName, className);
  H1 = 0; // zero out the previous count
  H = L;
  L = 0:
```

FIG. 10



1002

FIG. 11



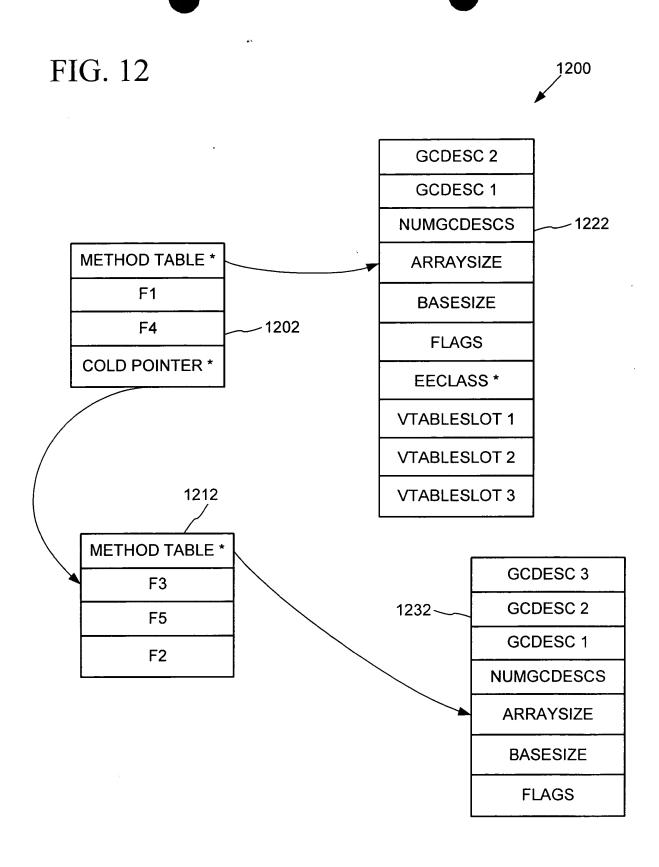


FIG. 13

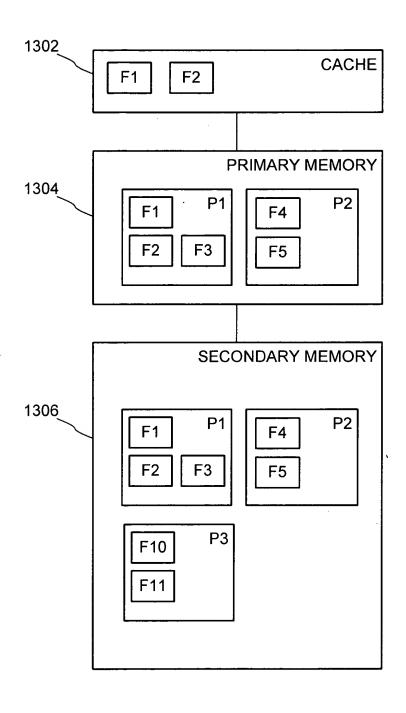


FIG. 14

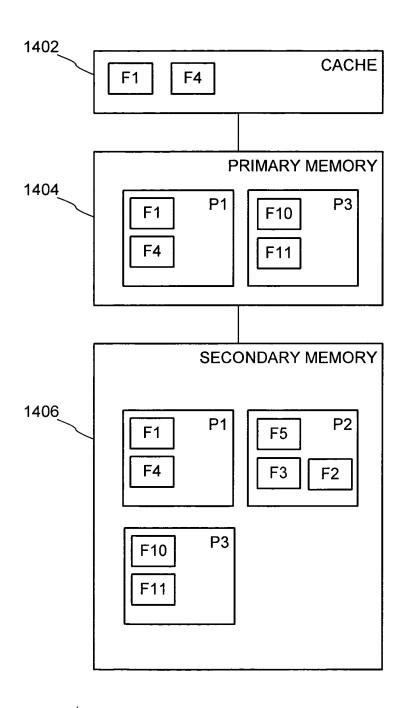


FIG. 15

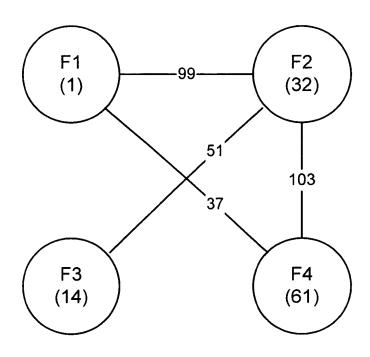


FIG. 16

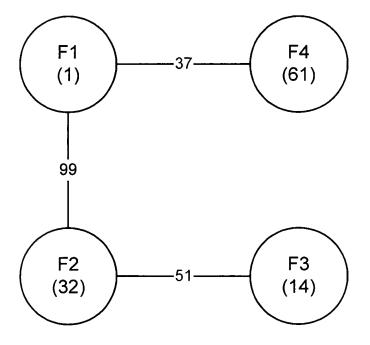


FIG. 17

